NOIR™

A SHADOWY THRILLER

User's Manual

CYBERDREAMS

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SYSTEM REQUIREMENTS

MACINTOSH REQUIREMENTS

COMPONENT	MINIMUM REQUIREMENTS	FOR BEST PERFORMANCE
Software	Macintosh System 7.0 or higher	
CPU	68030	
Memory	8 MB RAM	16 MB RAM
Hard Drive	10 MB free	500 MB free
CD-ROM Drive	Double-speed (300 Kbs transfer rate)	Quad-speed

PC REQUIREMENTS

COMPONENT	MINIMUM REQUIREMENTS	FOR BEST PERFORMANCE
System	IBM PC and 100% compatibles	
Software	Windows 3.1 or higher	Windows '95
CPU	486/66MHz DX	Intel Pentium®
Memory	8 MB RAM	16 MB RAM
Hard Drive	10 MB free (minimum installation)	500 MB free (super installation)
CD-ROM Drive	Double-speed (300 Kbs transfer rate)	Quad-speed
Video	SVGA (640x480, 8-bit mode)	
Sound	All Windows-compatible sound cards	

MACINTOSH INSTALLATION INSTRUCTIONS

1 Insert the Noir CD #1 into your CD-ROM drive.

2 Double-click on the Noir CD icon.

3 Double-click on the Noir installer icon to begin the installation process.

4 Noir's installation process allows you to select from four levels of install. If you have the necessary hard drive space, you may wish to install the highest installation level.

   Option Screen #1: Double-click either CONTINUE INSTALLATION or CANCEL option.

   Option Screen #2: Select installation from Minimum, Medium, High and Super.

   Minimum: Installs minimum number of files necessary to play Noir.
   Medium: Installs above listed, plus all non-video files pertaining to Jack's office.
   High: Installs above listed, plus all transition videos.
   Super: Installs above listed, plus all other video files.

   Option Screen #3: Click on the INSTALL button at the bottom of the screen.

5 If your system does not have QuickTime® 2.1 installed, a message will appear prompting you to install it. Click OK to install QuickTime on your system.

6 When the installation is complete, click OK to proceed.

7 The installer creates a Cyberdreams Group in your programs directory containing the Noir shortcut, a 'Read Me' file for recent technical information and an un-installer. When the installation is complete, click on the RESTART NOW option, so the new settings can take effect.

8 To play Noir, double-click the NOIR icon that should now appear on your desktop.

PC INSTALLATION INSTRUCTIONS

1 Insert NOIR Disc 1 into your CD-ROM drive.

2 From Windows, open the FILE menu and select RUN, which may also be accessed from Windows File Manager or Program Manager by clicking on the CD-ROM icon. *Note: If you are using Windows 95, click the START button, then select the RUN option.*

3 In the COMMAND LINE section type D:\Install.exe and press [ENTER]. *Note: If your CD-ROM drive is not the D: drive, substitute the correct drive letter.*

4 The NOIR Installation Program will now appear. Click the OK button to continue.

5 There are four levels of install for NOIR. If you have the necessary hard drive space, you may wish to install the highest installation level.
(5MB) Minimum: Installs minimum number of files necessary to play NOIR.
(80MB) Medium: Installs above listed, plus all non-video files pertaining to Jack's office.
(110MB) High: Installs above listed, plus all transition videos.
(480MB) Super: Installs above listed, plus all other video files.
After making your selection, click on the OK button.

6 Select the drive and directory to which you would like to install the game. The default directory is NOIR. *Note: If you are re-installing the game and originally put the files elsewhere on your hard drive, that directory will become the default directory.* Click on the OK button to install NOIR to your selected directory.

7 Next, the installation program will alert you that it will next install WinG® and Win 32s®, two utilities which may improve game performance on your system. Click the OK button to proceed.

8 The first utility to be installed is WinG, necessary for optimal video playback performance. Click on the CONTINUE button to proceed.

9 The installation program will ask if you wish to install the WinG Runtime Libraries or the WinG Development Kit. Neither of these are necessary to play the game. Click the CONTINUE button to proceed.

10 Next the installer will ask you to type in the name of the directory in which you would like the WinG utility installed.

11 Once WinG is installed, the installation program will check to see if you need to install Win32s. This improves the overall speed of the game.

12 The installation program will next ask if you wish to install Freecell™, a solitaire-type game. Freecell's installation is optional and not necessary to play NOIR. Type in the name of the directory into which you would like to install Freecell or select the default directory, and click the CONTINUE button.

13 If your computer is running Windows 3.x, the installer will ask you to click on the RESTART NOW button so that the new settings can take effect.

14 When you return to the desktop, there should now be a Cyberdreams group on your desktop containing the NOIR shortcut, a "Read Me" file for recent technical information, and an un-installer. To play NOIR, double click on the NOIR icon appearing in the Cyberdreams group.

PLAYING NOIR

Player Interface
Noir features a simple point-and-click interface. A mouse pointer appears on-screen and is used to navigate through the environment, and to examine or pick up an inventory item.

Navigating the Environment
Move by clicking the mouse where you would like to go. The cursor will change to the appropriate directional arrow when placed over navigational spots that allow you to look or move up, down, left, right, forward or back. For example, if you wish to move forward, click straight ahead. To turn right or left, click on the right or left side of the screen.

It is possible to turn around from most locations - either 45, 90, 135 or 180 degrees depending upon the location, which will be indicated by the shape of the cursor arrow. In some locations you can look up or down, which will be indicated by an arrow when the cursor is moved to the top or bottom of the screen. The cursor will change into an forward arrow when placed over objects you can move closer toward or, when playing Noir in either the Easy or Medium difficulty, a backward arrow to indicate that you can move back from your current position.

Examining or Picking Up Objects
When playing Noir in the Easy or Medium difficulty levels, the cursor will change into a magnifying glass when placed over an object you can examine in greater detail. It will change to a hand when over an item that you can pick up or manipulate in some way. For example, when you pick up a key, it dissolves and enters your inventory. When you later move the pointer over a lock that one of your keys will open, the pointer will turn into a hand. Click on the lock and the right key will automatically be placed in the lock.

Your Inventory
There is no inventory to manage in Noir. The game will automatically use appropriate inventory items you've gathered along the way when you need them. If you forget what you are carrying, look in the journal.

The Journal
Jack's journal is located in his desk. As you uncover clues or objects, they will be recorded in the journal for future reference. When opened, the journal intuitively turns to the last page viewed. However, if you are shot or knocked out, you will lose some entries and have to retrace your steps.

Getting Around Los Angeles
Fortunately, it is much easier getting around Noir's 1940 Los Angeles than the city as it is today. To go to a location, simply locate it on the wall map in Jack's office and click on it. Otherwise, you will usually find a taxi parked along the street outside Jack's office. The driver will know where to take you based upon where you left off your last investigation. When investigating, you can usually find a bus, trolley or taxi. However, there are some isolated cases in which it is necessary to call a cab. Special items located throughout the game will transport you to their related location when clicked upon.

GETTING STARTED

You start your adventure in Jock's office. Once his secretary has briefed you over the intercom, you'll want to look around the room. The case files are located in Jack's desk, along with several other helpful items such as the key to Jock's rolodex.

You'll find the number for Jock's informant in the rolodex, after which you'll be able to contact him for help throughout the game. Phones are located throughout the game.

There are several people you'll need to interview in the course of your investigations. Remember that their memories may be jogged with the help of certain items. It may be necessary to revisit a character or location more than once, as you accumulate more clues.

You may bypass any video sequence by hitting the escape key.

When the pointer is moved to the top of the screen, the standard system menu bar appears. In addition to the other menu items that would normally appear on any menu bar, it has a File, Options and Help pull-down menu.

File Menu: The File Menu consists of the New, Load/Open, Save and Exit/Quit entries

New: Starts a new game.

Load/Open: Loads a saved game from where you left off when the game was last played.

Save: Allows you to "Save" the current game. If no name is typed in, the default save game name is SAVE0001.TXT

Exit/Quit: Allows you to quit Noir. It will ask if you wish to "Save" your current game first. When you exit the game, the play settings will be saved.

Options/Play Settings Menu: This menu displays a dialog box with several settings for the audio volume, video playback and game play difficulty. These settings will be saved for subsequent games unless readjusted.

Volume: By using the slide bar, the volume for audio played in the game can be set.

Video Playback: This controls the size and resolution of all movies played throughout the game, so they may be best adjusted for your system. *Note: we recommend not playing video playback of half-screen 320x240 for lower end systems.*

Difficulty: This adjusts the difficulty level between Easy, Medium (the default setting) and Hard. This determines such variables as the amount of help provided by the informant, the frequency of certain helpful events, the hot spot notification and more.

No Mouse Available: Clicking on this box will deactivate the mouse, allowing the keyboard to control the pointer movement. The keyboard command keys are:

Mac	PC	
⌘A	A	Audio Disable Toggle; turns audio on and off
⌘D	D	Difficulty Level; cycles through Easy, Medium and Hard difficulty levels
⌘H	H	Help Screen; brings up the on-line help
⌘K	K	Keyboard Mode; toggles keyboard control on and off
⌘N	N	New Game
⌘L	O	Load/Open Game
⌘P	P	Play Settings; brings up Play Settings menu
⌘S	S	Save Game
⌘V	V	Video Mode Toggle; cycles through the three video modes
	↑	Move Pointer Up
	↓	Move Pointer Down
	←	Move Pointer Left
	→	Move Pointer Right
	Enter	Click in place of mouse button
⌘Q	Esc	Quit Game

Tab	Menu Bar; toggles Menu Bar on and off
>	Increases audio volume
<	Decreases audio volume
F1	Help Screen
F2	Play Settings
F3	Menu Bar
F4	Video Mode Toggle
F5	Difficulty Toggle
F6	New Game
F7	Load/Open Game
F8	Save Game
F9	Audio Toggle
F12	Exit/Quit Game

Menu Commands: Keys active when the Menu Bar is Showing

Y	Yes
N	No
C	Cancel
Alt+F	File Menu
N	New Game
L	Load Game
S	Save Game
E	Exit Game
Alt+O	Options Menu
P	Play Settings
Alt+H	Help Menu
A	About Noir
H	Help

Help Menu: Choose the Help menu to access Noir player manual.
"About..." Menu: Choose menu to view the Noir copyright information and credits.

I N T R O D U C T I O N

The phone rang—it was Marjorie, Slayton's receptionist. Seems Jack hadn't been seen or heard from in days and she was starting to worry. Wanted to know could I come in to sift through his current case files to see if there wasn't some clue to his disappearance. Maybe I'd get lucky and pick up a lead. Or maybe I'd turn up missing like Jack.

I mulled over the possibilities. Jealous husband on a rampage? Nah...last I heard, Jack had been loitering around Myer's club; hovering around that songbird, Joan. He's a sure sucker for a beautiful blonde. But he should know that Scheherazade is just another word for trouble. Wonder why Max, that buddy of his, hasn't turned up something by now? Never saw a more loyal guy. He's bound to know a thing or two. I should also check with that snitch of his—'course he may be the one who got Jack into this mess. Jack always did attract some questionable friends. Then again, maybe that old partner of his finally evened the score. Looks like I got my work cut out for me...

THE CASES

There are six cases in all, which can be played in any order or concurrently. Only after solving all six cases will you discover what happened to Jack Slayton. The best place to start is Jack's files.

The Death of Pegasus
Millionaire and noted philanthropist, Charles Winthrop of Pasadena, hired Slayton to investigate the mysterious death of Pegasus, his prized race-horse. Pegasus just won a big race the other day, but was found dead in its stall the next morning.

Max's Rare Book
Jack's good friend, Max Englehart, brought him a rare German book he recently acquired and asked him to see if it's worth much as an investment. Slayton planned to take it by Mannie's Bookstore just down the street to inquire after its value.

Wo-Tan, the Wonder Dog
A star of the silent film era, Agnes Simon, lives in a decaying Beverly Hills mansion where her clois-tered life has been shattered by the disappearance of her beloved pet dog. According to his notes, Slayton did not think this was a case worthy of his sleuthing expertise—even though the dog was Wo-Tan, the most remarkable canine in Hollywood. Famous for his daring stunts and extraordinary intelligence, Wo-Tan has starred in countless serials, until someone stole him from the lonely actress.

The Missing Heiress
Alicia Smythe disappeared over a year ago amid much publicity. Her father, Harrison, a man of questionable character, built his fortune supplying gin during the Prohibition. It seems he placed severe restrictions on her—whom she could see and what she could do. His concern grew following reports that Alicia has been seen hanging around Scheherazade.

A Breach of Security
Phillip Watkins, proprietor of Watkins Cryptography, hired Slayton to test the security of his Bradbury Building offices. Currently working under a secret government contract to build a code-breaking transcription device, Watkins chose not to alert the Feds to the suspected leak, which would result in the loss of their lucrative contract. Watkins provided Jack with a security badge encoded with the days of the week.

The Chinese Connection
Charlie Kwan is an associate of Slayton's who lives in Chinatown. He has previously informed Jack of all unusual on-goings in the neighborhood—most recently the disappearance of a suspicious crate that has the local warlords on edge.

THE PLAYERS

Jack Slayton Private investigator and your colleague, who is currently missing. Jack's affinity for gambling, the ladies or a quick buck have earned him many dubious friends—and more than a few enemies.

Joan LaFontaine Jack's sometime girlfriend, Joan is the notorious torch singer and star attraction at Myer Goalsby's club, Scheherazade.

Max Englehart A struggling novelist and ever-faithful buddy, Max likes to hang out with "Jack and Joanie". He occasionally helps out around the agency, fancying himself a bit of a detective.

Myer Goolsby Proprietor of Scheherazade, a notorious gambling and spirits club, strongly reputed to have connections to the underground. The club is known for its cozy apartments, perfect for clandestine meetings.

Agnes Simon A faded silent film star famous for her performances in pictures such as Salome. She's become a recluse with only her memories and her dog, silver screen canine Wo-Tan the Wonder Dog, for companionship.

Mannie Weisbrot Proprietor of a book shop specializing in rare and antique volumes. Located around the corner from the agency, Jack occasionally consults Mannie for his literary knowledge.

Phillip Watkins Proprietor of Watkins Cryptography, which handles big government contracts for breaking foreign codes and ciphers.

Charles Winthrop Wealthy real estate baron and noted philanthropist residing in Pasadena; owner of champion race horse, Pegasus.

Harrison Smythe One-time bootlegger who built his fortune during the prohibition, and failed in an attempt to run for Mayor; searching for his missing and overprotected daughter Alicia.

Alicia Smythe The awkward, mousy and sheltered daughter of Harrison Smythe. Missing for nearly a year, she is rumored to have been seen hanging around Scheherazade.

Charlie Kwan Charlie Kwan is an associate of Slayton's who lives in Chinatown and keeps him updated on neighborhood activities.

Kurt Von Manheim Agnes Simon's new and decidedly overbearing butler.

Eddie Ranchero Pegasus' jockey; distrought by the horse's mysterious demise, he recently announced his early retirement.

J. Armstrong Pollock English real estate developer spearheading the Manorwood Estates project, a new housing development in the Pacific Palisades.

Manorwood Guard Hired to watch over the construction offices of Manorwood Estates.

Ernie, the Bartender Longtime bartender at Scheherazade, Ernie never forgets a face.

Union Station Conductor In this era before the freeway and jet, he may know a lot about people coming to and going from Los Angeles.

T H E S E T T I N G S

Typical of film noir, our story unfolds at night on the dark, deserted and
sinister streets of 1940 Los Angeles. There are eighteen fully canvass-able
areas in Noir, some of which were filmed on location at historic sites. Others
have been (re)created using a combination of comparable structures from the
period and sound stage shoots. Our LA is a city that never was yet, throughout
the game, you may catch a glimpse of many points of interest that have
contributed to Los Angeles being referred to as both the city where
dreams are made and the Devil's playground.

The Bradbury Building
This unique five-story office building was designed by George Herbert Wyman for mining
magnate Louis Bradbury in 1893. This notable Romanesque Revival building is defined by
its open corridors, ornamental railings and stairs, open cage elevators and a skylighted
interior court that, although common in Europe, was rare in the United States and non-
existent in Los Angeles. The Bradbury Building has been featured in many movies, most
memorably in the futurist film "Blade Runner".

Griffith Park & Observatory
A fine example of 1930's Art Deco architecture, Griffith Observatory and the 3,000-acre
park in which it is located were gifts to the city from self-made millionaire Col. Griffith J.
Griffith. He felt Los Angeles visitors and residents should have access to the cosmic discov-
eries of astronomy and modern science, though it is theorized that the gift was a sort of
reparation for the scandal created when he went to prison for shooting his wife. Built by
John C. Austin and Frederic M. Ashley in 1935, the Observatory has also appeared in
several films, most notably "Rebel Without A Cause", starring James Dean.

The Oviatt Building
Opened in 1928, this twelve-story building commissioned by James Oviatt is internationally
recognized as a fine example of French-influenced Art Deco architecture and interior
design. The ground floor, with its sensational open-air lobby, features outstanding crystal
works by the noted French glass-maker Rene Lalique and is now an elaborate Italian
restaurant frequently used in films. The middle of the building houses offices. In the upper
portion, behind the clock tower, exists one of the most beautiful Art Deco apartment interi-
ors ever built. Ten rooms look out onto a roof garden
that includes a swimming pool and tennis courts.

Union Station
Opened in 1933, Union Station was the last major
train station to be constructed in the United States.
Completed the same year as LA's first freeway, it
marked the end of the country's dependence on rail
travel. Designed by John and Donald B. Parkinson,
with landscape architect Tommy Tomson, the con-
struction was funded by three of the country's major
railroads: Southern Pacific, Santa Fe, and Union
Pacific. Used often as a movie background, most
memorably in "The Way We Were", it's combination
of Spanish Colonial/Streamline Moderne style
evokes some of the excitement and nostalgia of days
gone by. Established on site of Los Angeles' original
Chinatown, Union Station has recently been rejuve-
nated as a subway terminal.

The SS Lane Victory
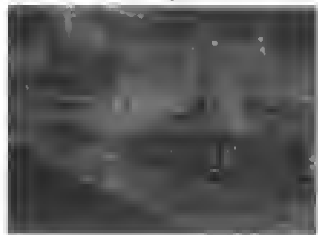
Built in 1945, the SS Lane Victory is the only fully operational Victory ship retaining the characteristics of those serving in WWII. "Victory Turbine" ships were developed to replace the Liberty class Merchant ships, which could only do 11 knots. With its 6000 horse-power turbine, the Victory provided enough speed to outrun submarines—contributing to the early end of WWII, as well as serving in Korea and Vietnam. The restored Lane Victory is owned and operated by volunteers and serves as a memorial to all merchant seaman who perished. Declared a National Historical Landmark by the U.S. Department of the Interior, the Lane Victory is docked at Los Angeles Harbor in San Pedro, California.

The Herald Examiner Building

This 1915 building is a remarkable example of Spanish Colonial/late Mission Revival style. This now abandoned building was used for the filming of our underground Chinatown scenes. Designed by pioneering female architect Julia Morgan and built for William Randolph Hearst, the same coupling that later built San Simeon, this building has remained empty since the Examiner ceased publication in 1989.

The Hollywood-(land) Sign

Built in the fall of 1923, no symbol is more universally recognized or associated with Los Angeles and the movie business than the Hollywood Sign. Originally constructed as advertising for the 500-acre residential sub-division "Hollywoodland", located at the top of Beachwood Canyon on Mount Lee, the 50-ft. tall letters were made of wood and outlined with light bulbs.

The spelling changed in 1946, when the sign was donated to the city of Hollywood. Today each letter has been reconstructed in steel: the total length is 450 feet. The landmark became famous when starlet Peg Entwistle committed suicide from atop the last letter of the original sign, which also led to its current restricted access. (Shown but not an explore-able location in the game.)

Angel's Flight

Built by Col. J.W. Eddy in 1901, Angel's Flight is a mere 315 feet in length and often called "the world's shortest railway". This two-car funicular served as transportation up the 33 percent grade from the Hill Street arch to the Olive Street station house atop Bunker Hill, an area once comprised of Victorian-era residences and businesses. It added local color to the neighborhood in films that routinely used this area for exterior shooting such as 1952's "The Turning Point". Angel's Flight was disassembled as part of the clearance of Bunker Hill and the two cars, named the Olivet and the Sinai, remained in storage until the funicular's renovation and reapening for operation early in 1996. (Shown but not an explore-able location in the game.)

City Hall

Designed by John C. Austin, Albert C. Martin and John Parkinson in 1928, City Hall provides an important visual focus for the center of government in Los Angeles. Its classical temple base and "skyscraper" tower place it squarely in the transitional architectural tradition embodied in buildings designed by Bertram Goodhue, whose work it resembles. Nonetheless, it is a significant building in its own right, with interiors that are Byzantine in mood—a style that seems uncannily appropriate for a big-city bureaucracy. It is best known as the home of The Daily Planet in the original "Superman" series. (Shown but not an explore-able location in the game.)

A WORD ABOUT FILM NOIR

The term film noir, literally "black film", was coined by French film critics to describe what they perceived as a distinctly darkened, desperate and cynical tone to American cinema that emerged following World War II. Prior to that time, most American films had been affirmative and generally optimistic. Post-war cinema rejected both the heroics and idealism of earlier films, reflecting society's widespread mood.

Film noir is often used to categorize American crime films from the early forties to the late fifties, as the devices of crime and its investigation draw a metaphoric parallel to corruption that cuts across common moral standards. The genre encompasses scenarios ranging from cloustrophobic profiles of murder and psychological deception to semi-documentary studies of organized crime or the general depiction of the steamy underside of urban life.

From the stylized versions of the city at night to the "every-man" momentarily bewitched, to the desperate actions of the habitual criminal, film noir covers a wide range of visual styles and themes. The noir motifs of fear, suspicion, steamy sex, double-crossing women, and menacing cityscapes are threaded through pictures such as Double Indemnity (1944), The Big Sleep (1946), D.O.A. (1949), Kiss Me Deadly (1955) and Sunset Boulevard (1950)—these films thrive on their harsh dramatization of greed, lust, cruelty and the scrupulously ambiguous nature of humanity.

Film noir is personified by a distinct look as well its mood. The genre is characterized by unconventional cinematography pervasive in its use of wide-angle lenses, deep frames and extreme, distorted close-ups. Innocent people become victims or villains thanks to high and low angle shots that intimidate or bloat with the optical illusion of judgment. Low-key lighting and night-for-night shooting create harsh contrasts between the light and dark areas of the frame, surrounding centers of light with shadows, resulting in a world as hopeless and menacing as its inhabitants.

TECHNICAL SUPPORT AND TROUBLESHOOTING

WINDOWS 95

General

When playing videos in the half-screen mode, do not click the mouse pointer outside of the video window, as it results in the video pousing and failing to resume playback until the game is exited. To avoid this, use the Escape button to exit any video sequence.

Disable ony sound effects that play when you launch a program. Otherwise, the sound effect will ploy repeatedly whenever o cinematic is launched.

If you are using Windows '95, you moy wish to turn off the "Always On Top" selection for your task bar so that it does not appear over the Noir background scenes.

Video Problems

To play Noir, your video resolution must be set to 640x480 and 256 colors. To change this, open the Control Panel, double-click on the Display icon and the settings tab to make the appropriate changes.

Note: for Diomond Multimedio Video Card Users: The supplied default Windows 95 drivers may cause sound and video errors to occur on some of Diamond's older video cords that use the S3 chip set. You will need to abtain the latest Win95 video drivers from Diomond for your card.

Incompatibility Note: You moy experience incompatibility with certain Number 9 video cards. Please cantact Number 9 for technical support.

Audio Problems

Ensure your sound card is properly installed and verify that all required sound card drivers are installed in Windows. Verify that you are using the most current Win 95 sound drivers

available for your sound card. For more information consult your Windows and sound card manuals or contact the sound card manufacturer.

If you have Sound Scheme activated, the wav files selected in this Windows 95 option will be heard at the opening and closing of each video sequence.

Screen Savers

If you have a screen saver activated and you experience problems while playing Noir.
1 Disable your screen saver.
2 Restart the game.

CD-ROM

Ensure you are using at least a double speed CD-ROM with at leost o 300Kb transfer rote.

Video

If you are using a system with the minimum requirements, change the video mode to half screen under the options menu.

WINDOWS 3.11

General

When playing videos in the half-screen mode, do not click the mouse pointer outside of the video window, as it results in the video pausing and foiling to resume playback until the game is exited. To avoid this, use the Escape button to exit any video sequence.

Video Problems

Verify that your screen resolution is 640x480 and that you are using the most current driver for your video card. Contact your video card manufacturer for more information.

Audio Problems

Ensure your sound card is properly installed and verify that all required sound card drivers are installed in Windows. Check that you are using the most current Win 3.X sound drivers available for your sound card. For more information consult your Windows and sound card manuals or contact the sound card manufacturer.

Multi-tasking

If you experience problems multi-tasking while playing, do not attempt to use any multi-tasking functions or run other programs while playing Noir.

Screen Sovers

If you have a screen saver activated ond you experience problems while playing Noir.
1 Disable your screen saver.
2 Restart the game.

CD-ROM

Ensure you ore using ot leost a double speed CD-ROM with at least a 300Kb transfer rate.

Video

If you are using o system with the minimum requirements, change the video mode to half screen under the options menu.

System Exits to DOS

Change your Virtual Memory settings to 32-bit file access if not selected or to 16-bit file access if selected. Remove Smartdrive from Autoexec.bat as well as your Config.sys if present.

General

Noir requires System 7.1 or greater. If you are experiencing problems playing Noir, disabling extensions and restarting your computer should solve most problems.

Video Problems

Ensure the color depth is set to 256. If this isn't automatically set, then set it manually.

Screen Sovers

If you have a screen saver activated and you experience problems while playing Noir.
1 Disable your screen sover.
2 Restart the game.

CD-ROM

Ensure you are using at least a double speed CD-ROM with at least a 300Kb tronsfer rate.

Video

If you are using a system with the minimum requirements, change the video mode to half screen under the options menu.

Technical Support

If you are experiencing technical difficulties with Noir, you may call our technical support department for assistance at ~~(818) 222-9348~~. Cyberdreams technical support is available during normal business hours (Mon-Fri, 9am to 5pm PST). To better serve you, please have information regarding the manufacturer, model, operating system, available memory and system configuration of your computer when you contact us.

If you have a modem, you may contact us through our Bulletin Board Service by dialing ~~(818) 223-8739~~. Use the settings 8-N-1 to connect.

On-line Support Via CompuServe

For on-line support of Noir via CompuServe, call (800) 524-3388 (in North America) and ask for representative #503 to get your FREE introductory membership and $15.00 usage credit. If you are already a member of CompuServe, type the command GAMAPUB at any prompt (for older CompuServe versions type GO GAMAPUB) to get the Cyberdreams support area (Section/Library 5), or contact our technical support department at ID# 72662,120.

On-line Support Via AOL

Call (B00) 827-6364 to get your FREE introductory membership and 15 hour trial usage. If you are already a member, go Keyword CYBERDREAMS to get to the Cyberdreams support area or contact our technical support department via E-Mail at **cybrdrmer@aol.com**.

I N T E R N E T

You can visit us at our website at **http://www.cyberdreams.com.** Or e-mail us directly at **custservice@cyberdreoms.com**.

CREDITS

N O I R
A S H A D O W Y T H R I L L E R

written and directed by Jeff Blyth

Jeff Blyth is a director, writer and producer whose film experience has taken him to every corner of the globe. His director credits include Walt Disney Pictures' "Cheetah", a $5 million theatrical feature film photographed entirely on location in Kenya. Millions of visitors to Disney theme parks have seen Blyth's work in the CircleVision 360° films "American Journeys", "Wonders of China", "Portraits of Canada", and "From Time To Time" (featuring Gerard Depardieu, Robin Williams and Tracy Ullman). In addition, he won the CINE Golden Eagle for "Retrospective", a humorous television documentary about an aging film director interviewed by film critic Charles Champlin.

CAST

Jack Clayton	John Boyle	Marjorie	Sharon Rosner
Joan LaFontaine	Lesley Tesh	Mayor Julian Higgens	Bill Hunt
Agnes Simon	Karen Teliha	Winthrop Staff	John Logan
J. Armstrong Pollock	Richard Morrison		Jacky Pinal
Kurt Von Manheim	Marvin Kruger	Manorwood Guard	Brian Pope
Eddie Ranchero	Shane Sinutko	Charles Winthrop	John Watley
Charlie Kwan	Fritz Savnar	Chinese Cook	Danny Lee
Mannie Weisbrot	Dominick Marra	Chinese Hoods	Masaoki Umeda
Myer Goolsby	Jeff Silverman		Vincent Wong
Philip Watkins	Frank Ertl	Chinese Guard	Richard Rabago
Ernie the Bartender	Dick Valentine	Nazis	Gunther Jensen
Max Englehart	Paul Sarnoff		Doug Kruse
Harrison Smythe	Abraham Zucker	Radio Announcer	Jeff Blyth
Alicia Smythe	Eltie D. Nuovo	Niles	Jeph Hines
Thug	Luda Wolfe Baine	Taxi Driver	Richard Morrison
Train Conductor	Ron Barns	Warehouse Hood	Greg Mazzy

And.. **Wo-Fan**, The Wonder Dog

CREW

Director
Jeff Blyth

Director of Photography
Steve Ackerman

First Assistant Cameraman
Bruce Ready

First Assistant Director
Mark Constance

Production Coordinator
Pamela Glintenkamp

Script Supervisor
Mary Wickliffe

Gaffer
Val Schubert

Electric Best Boy
Gary Methsessel

Electrician
Todd Goffrey

Key Grip
Arnaud Peiny

Best Boy Grip
Billy Geard

Grip
Sean Griffith

Sound Mixer
Mary Jo Devenney

Boom Operator
Mark F. Dennett

Location Managers
Larry Luttrell
Kevin Collins

Casting Director
Francene Selkirk

Production Designer
Alex Hajdu

Set Decorators
Marlene Hajdu
Christine Stag

Leadmen
Christopher Davis
Jim Meyer

Set Dressers
Joseph Abele
Joseph D'Alesso
Nicholas Hadji
Max Hoffman
Justin McMahan
Peter McKeon
Keith Roush

Property Master
Jeph Hines

Property Assistant
Kenny Minster

Costume Supervisor
Michael Fitzpatrick

Set Costumer
Carol Ewing

Make-Up Artist
Timothy Miguel

Hair Stylist
Lola Kemp

Special Effects Supervisor
Kevin McCarthy

Special Effects
Players Special Effects

Still Photographer
Jeff Blyth

Key Production Assistant
Gregory Luce

Production Assistants
Elizabeth Chambers
Bobby Crown
John Robert Gowan
Max Hoffman

Animal Trainers
Animal Actors
Joy Green

Craft Service
Action Craft Service

Stage Facility
Dos Carlos Stages

Blue Screen Stage
TSi, Inc.

Set Construction
Art Farms L. A.
Neotek
Proper Innovations

Truck Driver
John Laverty

Camera Equipment
J. L. Fisher
Gunner Lighting and Camera

Security
Myron Bitting

Catering
Bruce's Gourmet Catering

Motorhome Rental
J&S Motor Express

Truck Rental
Avon Car Rental
Cinema Construction
Liberty Car & Truck Rental

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Fotokem

Prop Autos
Classic Auto

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Stein Husoy

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Guylaine Methe

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